DRAW-POKER

The Standard Game

By

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SECOND EDITION (Reset)

Thoroughly Revised and Enlarged

Your Opponent is also Playing Poker
Therefore
Don't be Surprised if you are Surprised

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This book is for Poker Players who know the game, and is only supplemental to what has been written here before. The A B C's are therefore omitted.

The following works are of the best, on the mathematics of combinations and probabilities, as it is here employed:

Whitworth's *Choice and Chance.*

Proctor's *Chance and Luck*

DRAW-POKER

THE genius of this game is of such compelling human interest, that its genesis may well date from pre-historic man Human nature was practically the same 10,000 years ago, and the spirit of this game has probably been applied in one form or other ever since Eve 'saw' the serpent, 'called' the apple, 'raised' Cain, and was 'frozen out' of Paradise, taking poor Adam along

The form as we have it is an evolution rather than a completed invention It first came into prominence in America, and it has long been known as 'the great American game,' while during the Civil War (American 1861) it received such an impetus that it is, even to this day, often called 'the army game'

The peculiar and distinguishing characteristic lies in the endeavor to impose on the judgment of the other players by conveying

an erroneous impression of the strength of one's hand, thus either to decoy a lesser hand into ambush, or to bluff a greater hand into surrendering

All depends on what we can persuade the other fellow to believe

Ad libitum talk and pleasantry being part of the game, and it being permitted to claim or pretend anything within the limit of one's conscience, it is appropriate to say that we 'play Poker—'play' in the sense of sport or frolic—and this it is, with the added excitement of the gambling chances, that makes the game so popular for social gatherings

Of course there must be a stake, but people hardly ever play the game as a gamble They sit in for sociability and amusement, where the play should be limited to the class and means of the participants—high enough to give interest, but still low enough so that it would make no serious difference whether one wins or loses

It has even been claimed that in Chicago they play for amusement only, but it has been found that they have amusement only when they are winning

There is certainly no other game so intensely interesting and so well-fitted for an evening's entertainment

And it is the bluff feature particularly that gives the game its world-wide vogue

Although it is oftenest played as a game of pure chance, POKER IS, PRE EMINENTLY ABOVE ALL OTHER GAMES OF CARDS, A GAME OF SCIENCE

In whatever such game we may play, and in this game particularly, and paradoxical though it may seem, it is not chance that wins That is *the winning that counts*—the long run winning—does not depend on chance A game of Poker is not a single hand An evening, or a year, at Poker gives a mean of many events, and chance by probabilities, falling equally to each player, it offsets and cancels itself, particularly when the game is with a reasonable limit One player is as good as another in mere chance

The effective winning, the winning that has no offset, the winning for one man over another, can come only from a superiority of skill in the peculiar characteristics of the game, and an ability to turn to best advantage

whatever chance—good, bad or indifferent—may bring to us

The game divides itself into two main parts the playing on the true value of the hands, and the playing on pretended value, i e , the playing on strength and the playing on bluff

The apparent interest is for the pool in sight but the ante is comparatively small and makes so little of import by itself that it serves chiefly as a foundation on which to build the true interest which is for the larger Pots to come

There are also these two kinds of Draw Poker The close game and the liberal game —The one that holds strictly to advantage, and the one that takes longer chances and has more fun, and where much of mathematics is side tracked by the profound reflection that 'If there is a Pair near the top some one must get it in the draw'

SUCCESS depends mainly on knowing when to come in, and when to stay out—when to stay in and when to drop out

These four points further divide themselves, half and half, into mathematics and judgment, and all this can then be only a question of

probabilities, *i.e*, the mathematical *probabilities* as to the strength of the opposing hands, thus showing generally, and in some cases particularly, when to come in and when to stay out, and the judgment *probabilities* as to your opponent's strength, and as to what he is doing, or will do, from which you must determine whether to stay in or to drop out

The Poker player, however, needs to learn when to drop out even more than when to stay in •The former is the more difficult part (See the Pass p 47)

It often takes good nerve to back one's judgment into calling, but it takes a good player to step down and out with a smile when judgment tells him to abandon a pile of his good money A Poker player should be able to smile while having his teeth pulled

WHEN YOU ARE MAKING A SAVING YOU ARE MAKING A WINNING, and thus you can, in fact, make a winning on any hand in the deck If it is the best hand out you can win directly, if it is the poorest hand you can win indirectly by making a saving

This is not said humorously, a large percentage of all winnings at Poker is made by dropping out at a good time He who is first

to discover the red flag is a winner even though the other carries off the Pot (See E's play, p 91)

Nor do we speak in humor when we say that what we must do, and about all we need to do to win, is to find what is in the other fellow's hand *

Even though this is a truism, and at first sight of frivolous application in this place, it is seriously the paramount consideration; a clearer understanding coming as we proceed and find that this very point is in fact the whole game in its lowest terms—the gist, all else being only detail

THUS IT IS A QUESTION of mathematics on the one hand, and a combined keenness of eye and ear, shrewdness and subtlety, acute and quick discernment on the other hand We may say mathematics and psychology Neither of these singly can play the game, while the latter is the more difficult and more important part

Many successful players have but a small appreciation of figures, their success being due to good judgment alone Mathematics

* See 'The Sign Language of Poker' p. 60.

bears principally on the pool, in the earlier stages where the Pot is small, while to judgment it falls to deal with bluffs and big money, and thus a player's lameness on figures can easily be compensated by an otherwise strong Poker sense

Many calculations have been given on this game, but mainly of interest as curiosities In the serious literature there is a short, mathematical article by Proctor the astronomer, and even a contribution by Gen l Schenck, U S Minister to England

But it is only very little of mathematics that can be applied at the Poker table We can determine the average strength of the hands, as they are dealt and before the draw, and we can find the strength of the hand needed to come in on (before the draw and before any raise) And we can find the average strength of the various kinds of the draw, and we can deduce some valuable facts in Jack-Pot play, but this is about all there is to practical Poker mathematics

And in general pure mathematics is at an end immediately as any player makes any bet * Our mathematics must thereafter be

* Distinguish between *coming in* and *betting*

bined strength of all hands lying before and behind

When the amount to be won equals the cost to play the come in hand must be, at least, of strength to win one time in two When the Pot is larger than the cost to play, as, say, in Jack Pots, the come in hand must be, at the least, in such proportion that it will win the percentage of times necessary that the player may play even Thus if two were the amount to be won, at a cost of one to play, the come in hand would need to win only one time in three

THE PLAY AT EVERY STAGE is for the stake in sight, either actually on the table or compelled by the rules of the game Thus even though the game is with one chip blind and two to play, it does not follow that we need a come in hand that will win two times in three We have to consider that, by the rules of the game, the hand is not played out until the show-down, which will then have at least six chips in the Pot Therefore, A* coming in is in fact paying three to win three, and B making good is paying two to win four

*A is the dealer, B the arte man, and so on around the board

combined with a judgment that is without certain grounds or means of knowledge It is then no longer a question of figures alone Our factors will be part known and part estimated Before betting, the opposing hand is esteemed at its average strength, while in fact the actual hand may be anything else whatever, but when a bet is made we immediately have a question only of that actual hand which then can only be a question of judgment.

We could go a step farther if we could assume that players come in with a strict appreciation of the probabilities, or we might, *for example, take the seven hand deal* * *where,* before the draw, our six opponents will average as follows a Pair-Aces, a Pair-Nines, a Pair-Fours, Ace-Queen-High, King Jack-High, Jack-High, and it might be assumed that the Nines and the Fours would come in together with the Aces, and that, to play even here, we would need only a hand that would win one time in four But any such assumption would be faulty

THE COME-IN HAND depends on the size of the pool, the cost to play, the average com-

* Distinguish between *game* and *deal*

bined strength of all hands lying before and behind

When the amount to be won equals the cost to play the come in hand must be, at least, of strength to win one time in two When the Pot is larger than the cost to play, as, say, in Jack-Pots, the come in hand must be, at the least, in such proportion that it will win the percentage of times necessary that the player may play even Thus if two were the amount to be won, at a cost of one to play, the come in hand would need to win only one time in three

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one player behind you, you have an even chance for the Pot if you hold Ace-King High If there are two players behind you, your chances are even with a Pair-Eights, and with three behind a Pair-Tens, etc, etc Therefore you come in on the hand as shown, or *better*

Then, when a player comes in, the indication is that he holds the mean above the minimum hand here called for For instance, where he comes in with one opponent behind, the indication is that he holds Ace-King or better, and that therefore his hand averages a Pair-Nines If he comes in with two behind, the indication is that he holds a Pair-Eights or better, and that he averages a Pair-Queens Coming in with six behind he holds Aces or better averaging Jacks-up

When a player comes in, first 'in say,' with	One	Opponents sitting behind him, it is indicated that he holds, at least,	Ace King High	And that his hand averages,	Pair Nines
	Two		Pair Eights		Pair Queens
	Three		Pair Tens		Pair Aces (Low Aces)
	Four		Pair Queens		Pair Aces (High Aces)
	Five		Pair Kings		Light Is Up
	Six		Pair Aces		Jacks Up

This is what the game calls for, and any player will be so much at a mathematical disadvantage as he may fail herein

The mathematical probabilities will always prove themselves in the long run, though they will rarely show in a case pending But the element of chance and the psychology of the game cut so much figure that in some instances the best science will lose, while at other times the worst play will win

A player may deviate from mathematics where there is a psychological promise of advantage When you are in a winning vein (the frequent quarrel over the words 'luck' and 'vein' does not take in the significance attached to them at the Poker-table) you can take chances It gives you confidence and *elan*, and has the opposite effect on your opponents

But here you then always have a sure disadvantage on the one hand, against a doubtful promise on the other side

OH YES! HERE IS GREAT TROUBLE! But there is no lack of inducement There is lots of money both ways, in and out, at Poker, and if you still insist, it is now up to you to learn the game Otherwise,

here is your chance to win by staying out

Even though you do no more, a simple cursory reading of this essay must, at the least, give an improved conception of the game, and a noting of even a few of the points will easily make dollars of difference in results

IT NEEDS VERY LITTLE STUDY TO BEAT THE SLIP SHOD HAPPY GO LUCKY GAME AS USUALLY PLAYED

TABLES OF COME-IN HANDS.

(One chip ante and two to play.)

The ante is compulsory,* and is to be considered as put up by the game, and not by the individual.

Here the show-down must have, at the least, six chips in the Pot; and therefore A, coming in two-handed, is in fact paying three to win three, and B, making good, pays two to win four. If all were to come in, say five-handed, C would pay three to win three, D three to win four, E three to win six, A three to win eight, and B, making good, two to win ten.

These tables will be understood as follows:

*That is: the minimum ante is compulsory. A player may foolishly make any larger ante within the limit; and these come in tables apply equally, however large the ante or straddle may be.

Two-handed	A needs Ace-King-High, or better, to come in on, and B then needs a Pair-Sevens to make good
Three-handed	C needs Eights and, if A passes, B will need Jacks
Four-handed	C needs Tens and, if D and A both pass, B will need Kings

TWO HANDED

A	B
Ace King	Sevens

THREE HANDED

C	A	B
Eights	Queens	Kings
Eights	passes	Jacks

FOUR HANDED

C	D	A	B
Tens	Aces*	Eights Up	Jacks Up
Tens	Aces* (low Aces)	passes	Aces* (high Aces)
Tens	passes	Kings	Aces
Tens	passes	passes	Kings

FIVE HANDED

C	D	E	A	B
Queens	Aces*	Jacks Up	Kings Up	Aces Up
Queens	Aces	Jacks Up	passes	Kings Up
Queens	Aces	passes	Jacks Up	Kings Up
Queens	Aces	passes	passes	Tens Up
Queens	passes	Aces	Jacks Up	Kings Up
Queens	passes	Aces	passes	Nines Up
Queens	passes	passes	Aces	Eights Up
Queens	passes	passes	passes	Aces*

SIX HANDED

C	D	E	F
Kings	Eights Up	Kings Up	Aces Up

A	B
Three Fives	Three Eights

SEVEN HANDED

C	D	E	F
Aces †	Jacks-Up	Aces Up	Three Treys

G	A	B
Three Eights	Three Tens	Three Jacks

There may be eight players in the game, but then the dealer takes no cards

It is, of course, that these complete tables

* There are, in figures, 84480 Pair Aces, ranging from Pair Aces, K. Q J to Pair Aces 4, 3, 2, for which no distinction can be made here Same applies to all One Pairs.

† The Aces in this case are very near the hightest Kings—practically the same

cannot be followed to the letter Their value here is in the general understanding that they give

And since it will be rare for more than three hands to come in ('come in' simply) on any single deal we may boil down these tables to the following approximation

This will cover any situation that may arise, and will, even alone owing to the common practice of playing on insufficient hands, readily put us ahead of the game, as it most always will be played

GENERAL COME-IN RULE

Commit by rote—mark on your memory or on your shirt cuffs—the first three hands of each group, as

Ace-King	Sevens	
Eights	Queens	Kings
Tens	Aces	Eights-Up
Queens	Aces	Jacks-Up
Kings	Eights-Up	Kings-Up
Aces	Jacks-Up	Aces-Up

These are now the come-in hands for the first three players who may come-in in that group Intervening players who may pass out are not considered

For instance, Seven handed, C comes in on Aces (or better), the next to come in will *do so on Jacks Up though others between* may pass out, and similarly the next will come in on Aces-Up

If you adhere to this rule down to this point you cannot be far astray if you rely on estimates for any further hands that might be required

The present writer could, but he won't, name a gentleman who for years carried a Poker reputation on little more than this simple rule

The exactitude of these tables will only be called for by men who play the strict game, and playing on these tables (or better) we are always at advantage excepting when we take the one even chance on the minimum hand

In the ordinary social game our Poker spirit will not be content to wait for winning hands

We are here to play Poker, where the difference between about right and exactly right is academic and only for the long run, while in Poker mathematics the run is often so long that we get out of breath before arriving. And to get into the pending deal

we will take chances, more or less, in terms of the personal equation of each individual We may not win but we will be having lots of fun, though perhaps not of the 'Chicago amusement' kind

By figures, a hand that should win 55% of times is at advantage while one that stands to win only 45% is at disadvantage But where the difference is small and where so much depends on judgment there will be little practical difference and the outcome will be psychological rather than mathematical

The seven and six handed games will not be of frequent occurrence because of the size required for the initial hands We will hardly ever be able to hold ourselves down to these minimum hands It will strain us to do so Say You hold a Pair-Kings, 'first in say,' seven handed, in spite of all warning you will probably come in, taking the chance even though you know the disadvantage For once or twice you will be unhurt, but, as you take the chance in this case, so you will take it in other cases, and you will be playing a losing game

On a seven hand deal, C and D will both lack the necessary hands, and the game will

fall into the five-hand table or below 71% of times *

On a six-hand deal this will occur 83% of times †

In fact, the small handed game is always with us, it cannot be avoided It is highly probable on every deal even though it be a *seven-hand deal* On a *seven hand deal* all but the second last player will lack the necessary come-in hands and we will have the two handed game 26% of times, and then only if this player has the hand for the situation

Six handed we will end in the two hand table				31%	of times
Five handed	,,		,	37%	,,
Four handed	,,	,,	,,	47%	,,
Three handed	,,	,,	,	63%	,,

*The game is designated from two to seven handed, according as the player that may first come in, has one to six sitting behind him, and irrespective of the number of players that may thereafter come into that hand

†The C'seat will most often lack sufficient to come in on, and when it does come in the hands following will even more often be crowded out

Here we see immediately the one weakness of the blind game The large hands needed are so slow to come that the game drags

Play Three Pool! and make the value of the chips large enough to give interest

And thus one who masters the smaller tables alone will not be much at a loss particularly while he knows that C, coming in six handed, holds an average of Eights up, and C, seven handed averages Jacks Up

HOWEVER LARGE a hand may be it cannot be considered the winning hand until the show down, it can only be held to win some percentage of times

The 'first in say' hands given in these tables will be the superior to the entire board one time in two (every other time) And, all predecessors coming in, C would beat the entire board three times in six, D three times in seven, E three in nine, F three in eleven, etc

Cost to pool being equal, it would be losing play to come in even on second best hands (See Draw to a Pair Tens against Draw to a Pair Jacks), as it is also losing play to sit in the game passing your opportunities, and anteing your money away, waiting for first best hands If you have a hand that will win one time in two, one half the Pot belongs to you, but you must defend it If your hand will win two times in five two fifths the Pot belongs to you, but when a man puts his

money into Poker he must protect it—HE MUST PLAY THE GAME And to get all that belongs to him, he must come in on, at least, every even chance

And he must play aggressively, even if down to defeat Timidity can never win

In fact we must always be playing whatever the situation, for all that may be in it Perfect Poker must play, and win or save, on any and every hand that comes, be it large or small—superior or inferior It must play!

Never lay down, even the smallest hand, without knowing that Seven-High might *own one half the Pot, while a Royal might* own no more

THESE COME IN TABLES are final only for Straight Poker It is impossible to include the draw The draw affects the hands inversely as their strength, from the higher hands, where it has no effect, down to the lower hands where it *overwhelms the original hand, a five card* draw to nothing giving immediately an average of Ace King High It should, however, be noted that the effect of the draw increases by a rapid progression downward, and that the hands most played, are still above the range of great disturbance

Generally speaking In every position you can only have a percentage of winning chances some for and some against, and, by the draw some of the lower hands will jump above you while you will in turn beat some of the higher Nevertheless, it is a mistake to be content here with the statement that 'the hand that is best before will remain best by the average of the draw' This is strictly true but misleading It might be superior in a very long run, yet have no present winning chance worth considering

For instance, take the most extreme example Two four card draws, against each other, one to a Seven and the other to an Eight The Eight would win absolutely before the draw, while, by the draw it would get only a tie By complement, the Seven-High would also get a tie by the draw although it would lose absolutely before The Eight would lose and the Seven would gain each 50% of the Pot

Therefore it can only be properly said that hands will have *advantage* in the draw, and *prospect* to hold their relative positions, directly as their original strength

BEYOND, AND ABOVE, MATHEMATICS IN IMPORTANCE LIES THE PSYCHOLOGY OF POKER

The 'General Come in Rule' starts us right—puts us into the game right, and is the most that mathematics can do for us

Then IMMEDIATELY WITH THE FIRST BET, beyond the simple coming in, we pass from pure mathematics to the uncertainties of judgment and intuition In technical parlance To 'Poker sense and hunch'

'Poker sense' being a sixth sense developed in players that responds to the ethereal touch of things pokeresque as our ordinary senses respond to material touch, and 'hunch' being a subtle intelligence given by the said sense

Before any bet we are guided by the mathematical probabilities, but when our

opponent makes a bet, thereby asserting that he has a hand, we can only pass from mathematics to abstract logic to find whether he speaks true and how much true, (in most cases, however, it is safest to believe him, since he is betting his money, that it is true) and from this onward the play lies principally in watching every event, word and move, and in making deductions therefrom

All this is well set forth in the following essay on whist by Edgar Allan Poe

'Proficiency in whist implies capacity for success in all those more important undertakings where mind struggles with mind When I say proficiency, I mean that perfection in the game which includes a comprehension of all the sources whence legitimate advantage may be derived These are not only manifold but multiform, and lie frequently among recesses of thought altogether inaccessible to the ordinary understanding To observe attentively is to remember distinctly—and to have a retentive memory and proceed "by the book of Hoyle" are points commonly regarded as the sum total of good playing But it is in matters beyond mere rule that the skill of the analyst

is evinced He makes in silence a host of observations and inferences So perhaps do his companions, and the difference in the extent of the information obtained lies not so much in the validity of the inference as in the quality of the observation The necessary knowledge is that of what to observe

'A good player confines himself not at all to, nor does he reject deductions from, things external to the game He examines the countenance of his partner, comparing it carefully with that of his opponents He considers the mode of assorting the cards in each hand, often counting trump by trump, and honor by honor, through the glances bestowed by their holders upon each He notes every variety of face as the play progresses, gathering a fund of thought from the differences in the expression of certainty, of surprise, of triumph, or chagrin From the manner of gathering up a trick he judges whether the person making it can make another in the suit He recognises what is played through feint, by the manner in which it is thrown upon the table A casual or inadvertent word, the accidental dropping or turning of a card, with the accompanying

anxiety or carelessness in regard to its concealment, the counting of the tricks and the order of their arrangement, embarrassment, hesitation, eagerness or trepidation—all afford, to his apparently intuitive perception, indications of the true state of affairs The first two or three rounds having been played, he is in full possession of the contents of each hand, and thenceforward puts down his cards with as absolute a certainty as if the rest of the party had turned outward the faces of their own'

THE DENOUEMENT HERE shows a degree of success that cannot be had in Poker We can have no certainty before the show-down, but nevertheless this extract presents forcefully the main point underlying our play—the reading of our opponent's hand

No special rules can be formulated that will surely win The most that can be done is to give hints and suggestions for good play

It cannot be told how to win

It can only be told how to play The other fellow may also be reading this modest author and then you should have trouble to hold your own

The best general advice that can be given is that you TAKE NOTICE THAT YOUR OP-

PONENT IS ALSO PLAYING POKER, that he is observing, planning and scheming and essaying as you are, that he also thinks that his hand is best Therefore DON T BE SURPRISED IF YOU ARE SURPRISED

When two players are hard against each other, each thinking that his hand is the best, the imps of darkness are kicking up their heels in glee

Success can come only from experience, close observation close reasoning, a well proportioned balance of caution and boldness, and mainly, an opponent's deficiencies in these

Aside from the element of chance, it is in this, as in all games of skill, simply that the player who best knows the *entire* game is the logical winner There is here no short cut to success

YOU OWN AN INTEREST IN THE POOL You come in on a probability that you have at least, an even chance for your money You then play only to hold your interest until you can determine whether your hand is best or worst Up to this point no more money should be played than that necessary to hold interest When the indication is that you are

sufficiently best, raise, when worst, lay down, or bluff, and so long as you cannot decide either way, stay in simply, even to the end

Do not pass only because you are *afraid* to lose

Do not call or raise only because you *hope* to win

Do either of these only because you *believe*

And if you *believe* neither of these, then stay and defend your interest, at least possible cost, until you get more light

THROUGHOUT THE ENTIRE GAME, we must play, at one and the same time, the resultant of these two forces our opinion of our opponent's game and his opinion of ours—whether it is dangerous to trifle with him—whether we fear or despise his tactics, or whether he has reason to respect ours We have always to consider the play that he—*this particular individual*—is likely to make against *us*, and our play will thus depend on our understanding of his peculiar game taken together with *our* understanding of *his* understanding of *our game* That is, we play on what we believe that we can do to him, and we judge of his play by what *we* believe that *he* believes that he can do to *us*

Against the one opponent we believe that he believes that he can bluff us, and that he *will* try to do so Against another we believe that he believes that he cannot bluff us, and that he will not try to do so

But we can hardly ever attain here what may be strictly termed a belief Our hunch will often be so mild that we better might call it a 'feeling'

In fact, after all is told our play is principally on feeling It amounts to just about this Get all the facts you can, study them as closely as you can, get the best expert opinions that you can, and then guess as close as you can

It is our say, we are compelled to do one of four things—raise, call, bluff or pass—and although we may, perhaps only so slightly, incline to a belief—have a feeling—in favor of one of these plays over the others, this would be the prompting of our Poker sense, and to make either of the other plays would simply be a playing against ourselves We cannot escape, we *must* play and if we don't play our hunch we must play against our hunch *(Let this sink in)*

And one who fails to stand by his inner

light, because afraid to lose his money—who imagines that he can escape 'playing' by running away—who does not see that in running he is 'playing' nevertheless (passing) —can only realize his apprehension, is no Poker player, and has no business at the board

Set yourself an amount to play with *and use it* (That is what you are sitting here for) And be sure you are a good loser before taking a hand

And the best guide here is to put the question directly to ourselves, as

"Do I *believe* that my hand is best?"

"Do I *believe* that my hand is worst?"

Often, even most times, we will be unable to decide, and then it only remains to call and determine the tie

Don't let go your grip on the Pot because you *fear* that you will be beaten. Pass only because you *believe* If you have not conviction to *believe*, then it only remains to find out

COMING IN

The pool is to be considered as put up by the game as a stake to play for (not by the individual), and the play at every stage is for the Pot in sight

Coming in, by the tables herewith, you are playing, at least, on an even chance for your money, and you are at so much advantage as your hand may be above the minimum called for By these minimum hands, on account of the odds in the betting, you will be the superior (before the draw) a smaller percentage of times, while you will be the inferior a larger percentage, and thus one must not feel that he is committed to win on that particular hand—to make a fight for it—but rather that he will oftener prove to be the inferior Whenever we come in on or about the minimum hands it is on the part-chance that our hand is best, and that those behind us

will lay down If any behind us then are strong enough to come in, the probabilities are that they are very much our superior If they do not raise we have the added chance of the draw, but if they do raise (on strength) it is our play to lay down

We should come in only tentatively, first on the chance that our hand is strongest, and, failing in this, on the chance that it will become best by the draw The latter, however, is but a slim chance

We can only feel our way, and we will often find ourselves on the wrong road

It is a game of win and lose By probabilities the hands as dealt us will be superior and inferior in equal times with our adversaries, and in the playing of the hands we must lose in turn, and our effort can only be to play better than they—to win more than we lose, not alone to win oftener, but to manage our winning hands in a way to yield largest possible returns, and to get out cheapest possible when we find ourselves deposited in a cavity

THE CALL

There is an old Poker aphorism saying that persistent bluffers and persistent callers both are sure losers in the end Whatever of fact there may be in this saying, it must come chiefly from the information we give of our peculiarity, by *showing* that we are thus persistent On p 47 we see that both the bluffer and the caller have so large a margin over him who passes out of the Pot, that such an aphorism would better apply in the latter case

IT NEEDS BUT SLIGHT INSPECTION of our tables to show that we are very much given to playing on insufficient strength We discover that a certain player in a certain position will raise on a given strength of hand, and we are apt to shape our answer to him with reference to that given strength, but when he raises he will have not only that strength, but he will have that strength *or*

better, *i e*, the average above enough to raise on

For instance two handed, we know that our opponent can come in, for even money, with even chance on, the mean hand, *i e*, A.K High, but when we then call him we find that he holds A K *or better*, which is an average of a Pair-Nines, and, still for even money, we would here need at least a Pair-Nines to call on, but in actual play there is always the odds, and this gives latitude accordingly

All this applies whenever our antagonist is playing on the actual strength of his hand The calling for a bluff is a different matter We must first determine whether he is playing strength or bluffing, then if he is playing strength we must beware the insignificant looking little words—*or better*

PLAYERS BEING EVER ALERT TO PRACTICE DECEIT, and being ever on guard against it, this easily results in injudicious bluffs and injudicious calls Of course, your untimely bluff might succeed, as might your ill-advised call, but this can be only a losing percentage of times

THROUGHOUT THE ENTIRE GAME THE POSSIBILITY IS PRONE TO DIVERT ATTENTION FROM THE PROBABILITY.

Don't bluff only because a cheerful countenance and a raise of ten blues *might* carry off the Pot.

Don't call just because the other fellow *might* be bluffing

Act only at the behest of your judgment, and *then stand your ground!*

To be timid is a fault equal to being over bold

POKER WRITERS TAKE FREQUENT OCCASION to say that 'most of the money *lost* at Poker comes from 'seeing', and all the money *saved* arises from want of curiosity' This is an euphonious way of saying that best to *win* and *save* we must make the other fellow do all the calling

Carrying this idea farther, one says 'If you think you are the best, raise, if you think you are the worst, lay down, and if you cannot decide (such a simple little matter) you had better go home' Some more euphony!

He might better have said 'Take the indications at every step and change with them

THE RAISE

There is no mathematical justification for the raise. Any payment more than that needed to hold interest in the Pot is purely speculative and lies entirely in the psychological section. The raise has these four main objects —

1. To compel an opponent to play for more money
2. To run off small hands, before the draw
3. To trap an opponent into calling
4. To bluff

It is always good play to make small hands pay enough to offset the advantage they would have in a cheap draw (See p 70)

Of course, we could most always run off any one by outrageously large raises, and thus take in all the antes and the rest, were it not that we would soon be found out. There

is most always someone at the board to doubt the hyperphysical and who 'has to be shown'

If we estimate that our hand is sufficiently strong we may make a raise, either to force, or tempt, a larger number of weaker hands to 'see' And though, in so far, we may be measurably successful, we will on due occasion find ourselves opposed to a smaller number of superiors, and thus we would average a larger number of smaller winnings against a smaller number of larger losings, and, however large might be the hand that we might set as our rule to raise on, if we had no other factors in the problem, the corresponding chance for loss would be about equal

When you feel that your hand is superior, and that your opponent will call and not raise, then it behooves you to raise as much and only as much as he will call If, however, his play indicates that he would not call on a hand below yours, then to raise him could not benefit you while you would be only taking the hazard of finding him with the superior hand

In the final play, when it is a question only of calling or raising, do not raise unless on a probability that you would win oftener than

you would lose if called The question here is only as to the raise At this stage the Pot and the raise are considerations apart In calling you are defending your interest and have the odds of the Pot while in making a raise for a call the betting will be even Therefore, as for the raise, you must win at least one half of times

DEPENDING ON THEIR PECULIARITY, and much as players are impelled to make their blind good, many can be made to duplicate the amounts that they paid to come in

Say two handed—'A comes in on Ace, King or better—a Pair-Nines—and if we then *hold* above Nines we *will* be *that much* superior, and it will be that much to our advantage to compel him to put up another ante

But do not raise higher on this account alone The intention is to not run him off, but rather to hold him on while forcing him to make additional contribution to our, probably, larger hand

Even though we hold only a Pair-Tens the average is in our favor, while we would be superior with—

Aces	82%	8 times in 10
Kings	75	8 "
Queens	68	7 "
Jacks	62	6 "
Tens	55	6 "
Nines	49	5 "

This is a good point, particularly two handed where it will oftenest occur

Three handed, Kings will be at advantage, and Aces four handed (three opponents)

And generally there is more profit in making an initial raise on this principle than in making a higher raise that would probably be passed except on a hand promising to make us trouble

THE BLUFF.

"I built my new suburban cottage on a bluff."

"What was it called?"

"It wasn't called at all, that is the reason I got the cottage."

Poker is essentially a game of finesse. It is a struggle of the players to mislead each other as to the strength of their respective hands, and thus an effort to produce a false conviction permeates the whole game, and culminates in the bluff.

Two players being against each other it is a common occurrence that one plays that he has a strong hand, and the other plays that his hand is weak, while the truth may be the exact reverse in both cases.

Thus, *and to this extent*, to deceive is the acme of Poker playing, but this carries with it no form of moral turpitude This is the legitimate rule, and the bluff is the very life of the game—the fizz of the champagne.

near-Poker and there can be no effect in the bluff. The bluff is potent only as it can be made to hurt. The old time Poker—the pure American game—is a strenuosity, 'played for blood,' and in which 'weaklings and mollycoddles' have no place This is too strong a medicine for people of sane minds.

But, although the game should be limited to be well within the comfort of the players so that no one could be hurt seriously, the bluff nevertheless needs enough of ginger, at least to tingle the palate—to hurt a little—to make them 'sit up and take notice.'

but you pass and thus you lose the entire Pot, or you hold the inferior hand and make a try for the Pot, then the betting is all that you can lose

For the caller generally, and for the bluffer often, the odds of the Pot will more than make good the error of judgment

It is too easy to pass! We are too apt to let the call, that is immediately before us, obscure the Pot consideration that lies further in within the recesses of the problem.

All this argues that we must stay in AS A RULE—call or bluff—and that, rather than use judgment to show when to call or bluff, our judgment must be used only to show when NOT to do so

Here then we have the very summit of Poker science Each player recognizing equally the rule, never to desert the Pot, the winner will be the one who best recognises the exception to the rule and who best knows when to pass

Never let go your grip on the Pot, except on a large—very large—probability that you are beaten Though you might not have enough to call on, you will always have enough to bluff on

but you pass and thus you lose the entire Pot, or, you hold the inferior hand and make a try for the Pot, then the betting is all that you can lose

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We need to know how often the draw to One-Pair *will beat* Two-Pairs, Threes, etc And not alone this we need to know how often *the draw* to our hand will beat *the draw* to the opposing hand (See Draw to a Pair Tens against Draw to a Pair-Jacks)

A DRAW TO ACE KING against a draw to One Pair, Ace King will become the superior 28% of times
Two Pairs, 6% ,,
Threes, 2% ,,

A DRAW TO ONE PAIR against a draw to A larger Pair, the One Pair will become the superior 25% ,,
Two-Pairs, 17% ,,
Threes, 11% ,,

A DRAW TO TWO PAIRS against a draw to A larger Two-Pairs, the Two Pairs will become superior 8% ,,
Threes, 8% ,,

A DRAW TO THREES against a draw to A larger Threes, the Threes will become the superior 9%

There is, in the present problem, no draw to hands above Threes because it would be going beyond reasonable probabilities to carry these calculations to lower percentages, particularly since such can come up only

when large hands are out, and when cost would be so large a percentage of the pool that no sufficient odds could be obtained

DRAWING TO FOUR STRAIGHT FLUSH

two openings, will result in
Flush or Straight 32% of times

one opening, will result in
Flush or Straight 26% " "

DRAWING TO FOUR FLUSH

will result in Flush 19% " "

DRAWING TO FOUR STRAIGHT

two openings, will result in
Straight 17% " "

THE SINGLE CHANCE OF THE DRAW

Outside of Four-Straight-Flushes, we can never get odds sufficient for the single chance of the draw This is shown in our Jack Pot study where we also see that some hands, initially of insufficient strength, may, by the *added* chance of the draw, be brought up to the necessary percentage of winning times

BOBTAILS

Some players make it a rule never to draw to any Bobtails excepting the Four-Straight Flushes • Outside of these the play is generally speculative and at mathematical disadvantage

The various playable Bobtails—the Four-Straight, open at both ends, the simple Four Flush, the Four Straight-Flush with one opening, and the Four-Straight-Flush open at both ends—fill 8, 9, 12 and 15 times in 47 *Say 1 time in 6, 5, 4 and 3*

But even a Straight is a large hand and well above the zone of danger from the draw, so that when any Bobtail fills, it is highly likely to beat all hands that needed to draw at all, even in a seven hand deal And it is just on Bobtails, better than in any other situation, that it is easiest to figure the odds needed to come in on

You see the Pot and you know the cost, and you know to a fraction the draw probabilities of your own hand, and you know that, filling, your hand will be so high that the opposing draws will be of little effect While in other usual cases you can only estimate the draw probabilities to your own hand against a probable opposing hand again with its own draw probabilities

For the Four-Straight the odds is 5 to 1 with a fair promise that you win the Pot if you fill

The odds of 5 to 1 is perhaps never to be obtained *on the go in*, but 4 to 1 is better, while 3 to 1 and 2 to 1 on Four-Straight-Flushes, offer splendid chances although of rare occurrence

It is not often that one can get sufficient odds for the Bobtail absolutely in sight, but one may well reckon on some gain in the after-draw play, which may be made into a considerable item And again it comes in here that although you may not be able to get more than an even promise, you are compelled to play, because one-half the Pot belongs to you if the promise is even

I repeat that, to get all that belongs to you,

you are compelled to play on at least every even chance

And, though the slow player shun the Bobtail, it offers just the kind of game best relished by the free lance, and it ever holds out an impelling temptation

The Bobtail differs from all other plays principally because when the Bob improves at all it fills to absolutely high rank By Poker sign language the Bob means either much or nothing at all

The loss in playing Bobtails at mathematical disadvantage is mostly due to the enticement to force the game in an effort to retrieve the error

Any sure disadvantage here need only be for the chips one pays for the draw chance

You will be at little loss if, when you fail to fill, you let it go at that, and content yourself with the reflection that you are playing 'for amusement only'—the Chicago game—and that the joy of anticipation was worth the cost

THE BOBTAIL-BLUFF

Your opponent drawing one card with a show of weakness when the indications would have called for a show of strength, shows that

he draws to a Bobtail, where the chances are 1 in 5½ that he will fill and 1 in 16 that he will come out with a Pair of face-cards

If he gets such a Pair he will generally be content to chance it and simply chip in If he fails either to fill or to get the Pair, his only chance would be in a bluff

Hence if, having drawn to a Bob, he does no more than simply chip in, the probability will be that he has a face-card Pair, and if he makes a larger bet he will either have filled (1 time in 5½) or be bluffing (any time)

AS TO SPLITTING A PAIR TO DRAW TO A BOBTAIL,

this question comes up on the indication that we have Threes to beat

A Four Straight	fills to beat Threes	1 time in	6
A simple Flush	"	"	5
A Four Straight Flush one opening	"	"	4
A Four Straight Flush two openings	"	"	3
One Pair will become Threes or better		"	7

But it would need that the Pair be Aces to beat all Threes Any smaller Pair would be at proportional disadvantage A

Pair-Eights (the mean One-Pair) even if improved to Threes would win only ½ of times against indeterminate Threes while Deuces would here be worthless

And it is to be considered that the One-Pair that we are splitting might in itself be sufficient, or it may improve to over a Flush, while the Bob, unless it fills, has no value whatever

The conclusion is, however, that it is best to split the Pair if we believe that we have Threes to beat

Although we may assume that a Bob that fills will win against all hands *that were obliged* to draw against it, still we must always be keen to the fact if it then should be beaten it would almost surely make a large losing

If it fills it will oftenest win, but if it fills only to be beaten there will be great temptation (specially strong in the matter of Bobs) to lose more in the one time than it might win in many others

With Bobtails generally we are always skating on thin ice

INDICATIONS ARE THE SIGN LANGUAGE OF POKER

"The air is full of sounds the sky of tokens; all the ground is memoranda and signatures, and every object covered with hints to the intelligent"—EMERSON

Even the heavens are reflected in a mud-puddle *if one has the eyes to see* We cannot see the other fellow's hand directly, but we can see what he does—the reflection—and that will show his hand—of his hand—indirectly * However much he may scheme to deceive he *involuntarily*, but *unavoidably*, exposes his hand down to the final bet Before this (in rational play) he must be playing the strength of his hand and telling truth in the indication that he gives, and it is only in the final betting, that the Bluff proper comes in

* See example, page 91

TO PLAY A HAND CORRECTLY, WE BEGIN ON PROBABILITIES AND END ON INDICATIONS

The play before the draw is chiefly a feeling of the way, as a reconnaissance To begin with, we have the mathematical probabilities of the hands, the general tone of the game we are sitting in, and the personalities of our several opponents The tables tell us when to come in and when to stay out, and the indications tell when to stay in and when to drop out Every step, as the game progresses, carries with it more or less indication of the opponents' strength and purpose This he shows most plainly by the amount and manner of his bets But, even from his first look at his hand, a mannerism, a motion, a word or a look may convey to us a subliminal consciousness as though borne on the air When he makes a bet

you may feel, if not see, that he, perhaps, makes it only, tentatively awaiting events, or that he has measurable interest, or that he is trying to hide the fact that he has great interest When he 'sees,' he may indicate doubt, or only a submission to compulsion, or strength

Thus, you get an impression generally whether he feels strong or otherwise, and from the amount that he bets, or seems willing to bet, you get his own estimate of the strength of his hand Then, when he is practicing deception, he will have great difficulty even though he be the smoothest of confabulists and a hardened sinner He will be under the scrutiny of knowing eyes, and it will be like unto telling an untruth in words, there will be apt to be slips and points of inconsistency, there may be a flicker in the eyelid or a drop of perspiration on the forehead and the story will be lacking the convincing ring (See G's play, page 87)

Even simply in the betting of his money 'that he has them' an adversary gives an indication according to his personal equation If he is to be credited with sane play there is on the whole more profit in politely believing

him than in suspecting a gentleman of an untruth He will occasionally, perhaps often, succeed in deceiving us, but the probability must always be that he is playing a sure enough hand, since, if he were more likely to bluff than otherwise he would presently remember a previous engagement

Thus the experienced player gets information, on information, until the draw finally sees the original probabilities pretty well displaced by known facts

TOO MUCH IMPORTANCE CANNOT BE ATTACHED TO THE INFORMATION GIVEN BY THE DRAW

It often exposes the opposing hand much as though we could see through the cards, and one reason why the caller often loses is because he blindly ignores the plain facts before him The most obvious solutions of problems frequently are out of focus because they lie too near the eyes

A PLAYER SHOWS STRENGTH,

draws two cards and makes a raise, no other conditions being apparent This, of course, looks as though he had drawn to Threes, but

another player has a good hand,[1] say Aces-Up, and he calls (perhaps saying 'He has got to have Threes to beat me') thus inexcusably throwing his money away. Analysing back from the opponent's final raise, we question: For what other reason, than because of Threes, should he have shown strength before the draw? For what other reason should he then take two cards? And would a rational being give his money to the Pot—build up the Pot—only that he may then bluff in an effort to get it back? Since we are dealing with probabilities and not with possibilities, this problem is even easier than the figuring back from the North Pole to Brooklyn.

The man presumably has common sense, and we would lack common-sense in doubting that he drew to Threes. If we are deceived in crediting an opponent with common sense, we will be thrown off temporarily but will

[1] There is great difference between what we speak of as 'a good hand' and a hand that is good. By the former we mean a good hand in general, while it may be a very bad hand in particular. Four Aces are not a good hand when they are opposed to a Straight Flush, and, in fact, Seven High would there be the truest good hand.

need no figures whatever to beat him in the end He will beat himself fast enough

A two-card draw, if it means anything worth considering, can only mean Threes, except in the Kicker play (Two and three-handed) But Threes, in good play, do not necessarily, or best, mean a two-card draw A one-card draw normally means Two Pairs, a Four-Straight-Flush, or Fours But, in scientific play, Threes will also draw one card, except in menacing situations where the full strength of the draw may be called for (See A's draw, page 90) Threes, ranking next to the hands that lie entirely above the draw, are but little affected by the draw and consequently the disadvantage of the one-card draw is too slight (9 to 10) to have weight against the great importance of masking the hand

The draw to Bobtails depends much on the personality of the player Some never draw to Bobtails while others take long chances on them The experienced player, however, will herein be controlled by the odds of the betting The odds required, excepting for Four-Straight-Flushes, being so large it will hardly ever, perhaps never, be obtained on

the go in Therefore, we can only class simple Bobtails with Bluffs as being purely *speculative, indeterminate and outside of* mathematical value or reason, though always likely to happen

Thus, for the educated player, a one-card draw will indicate, in order, Two-Pairs, Threes, and Four-Straight-Flushes as 19, 9, 1, which gives large probability that the *draw means Two Pairs, with Threes next*, occurring less than one-half as often as the Two-Pairs While also many Threes, particularly if there has been a show of opposing strength, will fall back upon their two-card draw Of course, a man is permitted to draw four cards to the Queen of Spades, or he may discard a Pair Aces and draw to a Three-Straight Flush, but, except only as the play develops indication to the contrary, *and as a winning general rule to play on*

A Three card draw means	One Pair	By a large probability
A Two-card draw means	Threes	
A One card draw means	Two-pairs, Two times in three.	

Of course everybody knows that this is true generally, but still it needs *emphasizing*, they also know that it is true 'only' generally,

and thus, often, the remote possibility is allowed to befog the imminent probability Don't play possibilities, cut them out entirely Good Poker is a game of probabilities, and possibilities can have no standing

In fact, we need only, and can only, concern ourselves with sound opposition No figures can be applied, nor are any needed, against an opponent who throws his money away

And these facts now give easy guidance to the general class of your opponent's hand By the number of cards called for he immediately indicates the probability that his grade is above, below, or equal to yours

And, if he then promises to be in your grade, you have the opportunity to play by odds

Where you hold One Pair against opponent's One Pair, his size not being indicated, you have one chance in two if yours is a Pair-Eights, one chance in three if yours is Sixes, one in four for Fives, and one in six for Fours

Where it is a question between two Two-Pairs, you have one chance in two with Jacks-Up, one in three with Tens-Up, one in four

with Nines-Up, one in five with Eights Up, and one in eight with Sevens-Up

In the case of opposing Threes, the odds is the same as with One Pair

And the One Pair hands call specially for large consideration, since they give the largest field of action, there being five and one half times as many of these as the sum total of all other playable hands

Study the three-card draw, in fact, of all playable hands, 85% are One Pairs, and when a player comes in ordinarily he holds One Pairs, Two Pairs or Threes, as 21, 3, 1, after the draw he will hold One-Pair, Two-Pairs and Threes, as 16, 8, 1 (there having been no raise)

In figuring odds, it is to be noted that the bet is every time for the chips in sight on the board, however many of these you may have yourself contributed All our bets are in a measure the putting of our money on to the table that we may then join the board in playing for it

ONE PAIR, GOING TO DRAW, will remain	
unimproved	71% of times
Two Pairs	9% "
Threes	9% "

This giving a large probability that the hands after the draw will still be as they were when cards were called for, and, when your opponent draws three cards and bets that he has improved, he need not feel insulted if you doubt him seven times in ten If, however, it becomes apparent that he has improved, we may know that

When One Pair improves it will result in Two Pairs, Threes, and Fulls, as 16, 11, 1

When Threes improve, they will result in Fulls and Fours, as 3 and 2

When Two Pairs improve, they will result in Fulls 100%

And a lesson here that is often needed, shows that there can be only sorrow in bucking against *an improved* one-card draw even with the Ace Flush that you may have just succeeded in filling (His one-card draw meant Two Pairs, Threes, and Four-Straight-Flush, as 19, 9, 1 The Ace Flush would be beaten over 28 times in 29)

TWO-PAIRS

Is it good play to run off small hands that they may not stay to draw against our small Two-Pairs?

A draw to Jacks and Sixes (the mean Two-Pairs) will win 83% of times against a draw to a Pair-Eights (the mean One-Pair) If we let the Eights—any One Pair—draw they will win 17% of times, and the mean of Bobs would win 18%

Bobs win against Three Aces as easily as against a single Pair

Weighing the draw chance of the Jacks-Up against the draw chance of the Bobs and the One-pairs we get 36% and 34% (say 1/3) of the Pot as the proper amount to play on, and this then gives the full original Pot to the

Jacks-Up while the others win back all that they pay in *

And we come out with the Pot plus the 4 that we put in, and our opponent gets back his 4.

The smaller hands come out even, while the Jacks-Up come out winning the Pot (as far as any smaller hands are concerned)

This problem is much like that on the opening of the Jack Pot (see p 102)

This one third of the Pot being here made the cost to play it is immaterial as to the One-Pairs or Bobs whether they come in or drop out. The original amount of the pot, as far as they are concerned, is ours anyhow, and since we have it all, there is nothing left to run anyone off from And it only remains to consider the chips that we are paying into the Pot that may be carried off by superior hands

As the cost to play may be made less,

* Say there are 12 chips in the Pot
We bet ⅓ = 4 and our opponent
puts in 4
This making 20 chips on the board, of which by the draw
we get 82% = 16 and our opponent gets
18% = 4

times, and that every added inferior hand reduces our percentage of winning times The Jacks and Sixes here win 83 per cent of times against the Eights, while against, say six small Pairs, they would win only 30 per cent If this were carried to the extreme the Jacks Up would practically lose all superiority, and it would become much like the Eight and Seven High illustration, p 23, all would have about an even chance at the Pot

All depends upon the particular game in hand, but the short of the matter is this

If there were no pool—the more of inferior hands to come in the better it would be for the Two Pairs, and this would be reversed where you allow others to participate in a large pool

A small Two Pairs, before the draw, is a vexatious hand, it is so impotent to strike back It improves only one time in twelve, while it is but little stronger than a large One Pair that improves one time in three and one half It has strength before the draw, but it is so almost sure to expose itself, that it should be played, for all that it is worth, before the draw where it is at its best It is more of a Straight Poker than a Draw-Poker

hand The chance for improvement being so small it would be good play to stand Pat on it occasionally, I might properly say 'often' However, standing Pat on a small Two-Pairs should be nowise with any intention to run a superior off, it would be mainly for your protection in the after betting Large Two-Pairs, Threes or Flushes, that would otherwise make an uncomfortable raise that you might be compelled to call, would be too polite to do so against a Pat, and a small Two Pairs, having gone through the ordeal of the draw, should have no ambition afterwards for anything more than an easy show down

It is excellent play, when standing Pat on Two-Pairs, to make a weak, after-draw demonstration This will easily be construed into a bluff by the weak player and may get you his call, while the man, perhaps sitting back with a Straight or Three Aces and trembling in his boots, will jump at the opportunity to 'let you down easy' He would not think of raising back against a Pat

When your opponent indicates Two-Pairs they will average Jacks and Sixes, therefore the percentage is against you if you hold Tens-Up

TWO PAIRS AGAINST A TWO-CARD DRAW

We are generally compelled to content ourselves with the best average draw If, however, we could know the hand we are drawing against our draw would be special and not necessarily the best average It sometimes happens that one can determine, almost to a certainty, the hand needed For instance, you hold a large Two-Pairs and a player before you draws two cards If he is playing the game he either has Threes or he is holding up a Kicker Here then it is best play to discard the small Pair and draw to the large Pair * If he has Threes your Two Pairs are no good, and if he holds a Kicker your large Pair will have the advantage

Or, say, you hold a small Pair with two large cards against a three-card draw The indication here is that your Pair is too small, and, provided there is no other indication, your best play would be to discard the small Pair and draw three to the large cards

A draw against a Pair, to any two cards higher than the Pair is stronger than a draw to any lower Pair

the effect, and as the Pair may be larger, or the Kicker smaller the advantage decreases fast and reaches its limit at Ace or King with a Pair below Sixes *

Therefore the Kicker has place only, strictly, in the two handed games, and it should be played only when the Pair alone is large enough to play on

The draw to a single Pair will improve a little oftener than the draw with a Kicker (29 to 26), but the difference is inappreciable The Kicker's advantage being that it comes in play mainly in a stage where mostly small hands are concerned, and that it improves over small hands oftener than will a small Pair alone (as 20 to 14)

The Draw to a Pair-Deuces alone will, of course, give Four Deuces oftener than will the Kicker draw, but there is here no sensible question of Fours What we need is the hand of the best promise for the situation pending Three Deuces is here the largest reasonable outlook Aces and Deuces being actually as good as Three-Deuces, (Three-

* With Pair Sixes hold no Kicker
With Pair Fives hold no less than a King

Deuces being impossible against Aces and Deuces) the Ace Kicker gives Aces and Deuces, *or better*, one time in five, while the draw to Deuces alone gives Aces and Deuces, *or better*, only one time in seven

BIG HANDS AND BIG DEALS The question is not so much of big hands, as of what to do with them when you get them The sure winning is not made on big hands; it depends on the mastery of medium hands The man who depends on big hands alone is a poor player and therefore not able to handle them when they come Large hands come rarely, but the mean hand is always with us and gives many events, and many events give a true average and eliminate chance

Beware the temptation to bet high on large hands Look out that you don't step on a banana peel!

(YOUR OPPONENT IS ALSO PLAYING POKER)

Large hands are not alone dangerous, but they negative science and turn the game into a gamble While such a hand may give a large winning it will *vice versa* give a large losing

(DON'T BE SURPRISED IF YOU ARE *SURPRISED)* and the entire result of a long series of good play may thus depend on the blind chance of a single hand

Some make a rule never to bet higher on any hand whatever, than they would on Three-Aces This restricts their play to medium hands where good play is sure to show in the long run

Generally when we hold a large hand there will be nothing of importance out against us Large hands will mainly be of value to us in an opponent's belief that we are overrating our strength, or that we are bluffing Our greatest advantage lies in inducing him to try to catch us bluffing

The surest winner is the man who can best play a One-Pair Hand The One-Pair hand gives a slow game with small events, but it is always with us (85% of times) and it is best amenable to correct play, while the higher hands are of infrequent occurrence (15%) and very much given to chance The smaller hand does not stand high in esteem but there is no escape from it, and it may not be despised, for it counts in final balance

Large hands are few, and large deals—

where two or more large hands come out in the one deal—are rare

The game generally is a matter of small percentages much like usual banking methods You lose and you win, you pay out and you take in, and as the chips pass back and forth as though over the counter, they leave a discount behind in favor of the better player

COMMON SENSE IN POKER.

Common hard headed business acumen will go far in this game Instead of this we often find the table strewn with injudiciously placed money only awaiting the man who knows how to take it up

There is particularly no sense in throwing one's money away in voluntarily large antes, straddles, one opening Four Straights, and long chances on Jack Pots

One of the strangest things in this world is how some people scout at miracles, yet as the stock phrase has it, 'draw to a shoe string in expectation of pulling a tanyard' This can only show that Genius will not submit to being held down by plain common sense, and that it is hard for the gambling instinct

and common sense to live together in the same individual

MAKING THE BLIND GOOD

The ever impending pitfall of the game lies in the apparent advantage in the making good of the blind Because we can here play at one half that it costs the other fellow we readily overlook the fact that our hand may in reality be entirely insufficient, and thus we easily fall into the pit, often only to flounder at the bottom in a struggle to get out

THERE ARE TIMES WHEN THE POT IS SO LARGE THAT IT HURTS TO SURRENDER

Even though we determine close to a certainty that our hand is inferior we might, under conditions, feel justified, or rather we might induce ourselves, to take the chance of the draw, and this would perhaps be not so bad if, when the draw then fails us, we have sense enough to promptly lay down

THERE ARE TIMES WHEN THE HANDS RUN LARGE particularly in the draw This is most likely caused by a lack of shuffling Players having called out Pairs or Threes, throw them upon the table bunched and

they then come out in bunches in the draw If a part of the deck is bunched the remainder will be measurably bunched It is very important that the cards be well shuffled There should be two decks, one going around the board from right to left, shuffled by each player, while the other is being dealt from left to right The cards well shuffled will lessen the number of surprises Any player can and should here protect the game by insisting on shuffling

THE ONE TO BE RECKONED WITH

However many there may be in the hand, there is rarely more than one to be reckoned with, generally the one who made the last raise—the one most aggressive—who is probably, as he says he is, the strongest Therefore we generally shape our play with reference to him and without giving much weight to the others We deal with him much as though we were playing two handed," just allowing the others to trail along, be it for weal or woe

ADVANTAGE OF SLATS

C, being first in say, has the worst position at the board ? He has no indication of the

other hands, and is compelled to give indication of his own, and subject himself to whatever the others may see fit to do to him And he is unable to push his hand, because there is as yet no one in to push against He can only overcome this by straddling

The value of position increases, from chair to chair, around the table to B, the ante man, who does not act until he has seen the initial steps of all the others, and who therefore has an important indication of what he is contending against, and thus has all the others at so much disadvantage He is in the best position to push, if he has the necessary strength but in the worst position to bluff (*see Dick Riddles, p 106*)

Reasoning from the above, the ordinary situation does not favour the first half of the first round for the raise

IT IS TO YOUR ADVANTAGE to have the timid player sitting on your left, and the bold player on your right

THE LIMIT

The betting should always be limited, and there should always be table stakes This makes a double safeguard, where players

often need protection even against themselves By table stakes one cannot be carried away in the excitement of the moment into losing more than one was calmly willing to risk

Table stakes is in fact a basic need, since otherwise an unprincipled player might take unfair advantage of his right to 'call for a sight, where you would hesitate to ask him to turn his pockets inside out

'YOU CAN NEVER TELL—'

The best hand will be beaten, and the worst hand will win, and the best play will lose, and the worst play will win, and at the end of the session the best player will get up loser, and the worst player will be a winner —each of these in a due percentage of times

All these, and many more 'things,' will happen at Poker

IT MADE NO DIFFERENCE WHAT "A" MIGHT HAVE HELD

except only enough to come in on (In fact, he held a Pair-Kings to the end) He won by his situation in the game, by a correct reading of the indications, and by skilfully seizing the opportunity offered

Here we have a simple example of the reading of indications principally on the one-card draw A one-card draw is to be played for Two-Pairs every time, except when a contrary indication is given, and if it is accompanied by a show of weakness then it almost surely means a Bobtail

It was a seven-hand deal, with nothing special to play for C and D both passed E came in, only indicating a genuine hand of some sort, F passed, G came in without pushing, A simply came in, and B passed

On the draw E drew one card indicating a probable Two-Pairs, G drew one card, and, since he had shown no strength on the first round as he would have done if he had Two-Pairs, the indication was that he was making a poor play and drawing to a Bobtail, A drew three cards

On the round after the draw E, holding Sevens-Up, and failing to note the indication of the first round, gives G credit for a probable larger Two-Pairs, and therefore only chips in tentatively

G, having been drawn into the hand by a Four-Straight Flush, and with expectation and even higher hopes, and having failed in

the draw, is loth to give it all up, and he judges that E holds a small Two Pairs, and that E's one card draw, together with a bluff *against a one card draw, will dispose of A's* three-card draw , and so he makes an injudicious bluff (' Unless the play has been right the bluff will be wrong) Now A with an inferior hand, having read all the indications, *finds himself in the strategic position*, he sees that E is weak, and he reads G correctly for a Bobtail bluff and he promptly puts another bluff over Then E, already feeling beaten by G, concludes that he has no business additional with a hand that can afford to raise back that same G And thus A carries off the Pot, not because of his cards, but only because he played Poker In A's case the play was right and called for the *bluff*, and *the bluff was right for A s game* in general, even though he should not have won that particular Pot The more audacious the bluff the greater its effect on the afterplay E had no opportunity, on the first round, to play his Two-Pairs because he was 'first in say,' but his draw indicated Two Pairs , and, when his opportunity to bet then came, he denied his draw and showed a weakness that,

noticed mainly to emphasize the potency of a one-card draw to a hand that was strong enough to hold on against a show of opposing strength—thus eliminating the Bobtail In this case the cards might as well have been turned face outward And yet there are many men from Missouri who are satisfied with nothing short of an ocular demonstration

Even if A had held a Full instead of a Straight, it would then only have been a question of odds on the relative strength of two Fulls

A HAND, IN ILLUSTRATION OF CORRECT PLAY, RAN AS FOLLOWS

It was a six hand deal table stakes, with chips at five cents A and E often sitting in together

C came in on a Pair Kings, D passed on a Pair Sevens, E came in, without raising, on a Pat Nine Full, F passed on a Four Flush, A raised it one red on Three Aces, and B made good only, on Sevens Up

On the second round

C stayed, E raised back one red, A raised it one blue, and B passed

On the third round

C passed, E raised it two blues, and A raised it two blues

Fourth round

E raised five dollars, and A stayed

Then came the draw

E stood Pat and bet five dollars, A took two, and with his last card, caught the other Ace, and raised it ten, E raised it ten, A raised it twenty, and E, after considering awhile, passed, and handed his cards to F, saying

'There are about one hundred dollars in that pot, and it would cost me twenty to call, which would give me odds of five to one, but I will now give you this same odds, one hundred to twenty, that I am right in laying down'

Analysing the play we find that

C stayed on his Kings as long as he was justified

Of course D had no business on a Pair Sevens

F had not sufficient odds to play a Four-

E and A very properly played a luring game until A caught a glimpse of a red flag After the draw, E started in playing that he was bluffing, but forgot himself on his next bet, and A sought to compel E to call a large raise This until E saw, that A had improved, and, reasoning back, that A's go-in Threes were large, and that consequently a Nine-Full was surely beaten

Thus A carried off the Pot, as any one could do, holding the best hand, but E, even with the poorest hand, and even against Four-Aces, won the twenty dollars that he saved by good play

The only mistake in the entire hand was E's final raise of ten All was going so well—the sky was so serene—that he could not overcome his momentum to give thought to thunderbolts, that bizarre brand of lightning that flashes out of a clear sky and says 'Tag! You're it!'

AS AN EXAMPLE OF READING INDICATIONS, TAKE THE FOLLOWING Five play in a Jack-Pot B and C have passed D opens for the limit. E and A drop out B and C both stay, each drawing one

card D takes two cards and bets one chip B drops out, C raises the limit, and D calls

Now what hands did B, C and D each hold? We analyse

B and C either could not, or pretended they could not, open the Jack, but since they thereafter came in without raising, it was clear that they were not lying in wait, and since no other one card draw hands would fit here, they evidently held, each, a Bobtail

B, having only the Jack-Pot and D's bet as odds, could no way have been justified in coming in, and he simply reaped the defeat that he had sowed, but C, having now B's bet in addition, would have been justified and with that only, on a Four Straight-Flush (strictly)

And thus the indication is, that C drew to a Four Straight Flush, where failing to fill, he would be under great temptation to bluff The probabilities being that he would not fill, and the betting odds being largely in the callers' favor (over 4 to 1), D would call any bluff that an opponent would be likely to make

For these reasons alone a bluff here would be unsound

But, irrespective of all else, this being a limit game, and there being over three limit bets on the table, C could not make any bluff large enough for any chance of success Threes to-go-in would here be compelled to call any bluff possible within the limit

Therefore C made this raise knowing that he would be surely called at the least

D's bet of a single chip after the draw indicated that he still held Threes

And thus the full indication is that C drew to a Four-Straight-Flush and filled (probably as a simple Flush), and that B also drew to a Bobtail, while there can be no reasonable doubt that D drew to Threes, without improving, and was then under compulsion to take the odds of the betting, on the chance that C was making a wild bluff

APROPOS OF D'S BET OF A SINGLE CHIP there is a hastily concluded aphorism that says "Never raise against a one-card draw"

It is true a one-card draw threatens a strong hand It may mean, to go in, either Fours, Threes,. Two Pairs or a Bobtail, and any

improvement in either case would result in a Pat But all this can be only taken for what it is worth The play must depend upon indications

This precept comes from the fact that there can only be a promise of loss in making a raise against a draw *to a Bobtail* If it fills it will beat you, if it does not fill it will lay down You can gain nothing, while you get only a risk to lose

It were better to say "Beware a one card draw, and never raise, even on Three-Aces, against a draw *to a Bobtail*"

But even this cannot be taken too strictly as when there may be others in play besides the one who draws to a Bob His probability of filling is generally small and must often be chanced in a raise against the others On page 85 we have such an example That was a raise even against two one-card draws But that was on indications A in reality made the raise only against E's weakness, and, to do so, he had to take the chance on G's one-card draw Against G alone, A should simply have called, at most

JACK POTS

MORE MONEY LILS LOOSE in Jack Pots than in any other part of the game, and it is here that correct play has its best reward and that mathematics is of highest importance

In the general game the come in hand conforms to the number of players, the cost, the pool, etc , while a Pair-Jacks will rarely fail to open whatever the situation may be, and one of many dangers here is that the opening on a Pair-Jacks alone with four or more players behind will make for comfort only if they kindly lay down

A mean Pair-Jacks, in a four hand deal, would more than hold its own, for even money It will there be best 53% of times In a five-hand deal only 43%, six-hand 34%, and seven hand 28%, and this now is our warning against being too brash on a single Pair Jacks

Again for even money, Queens would be

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required with four sitting behind, and Kings with five, and Aces with six

When a player opens the Pot he holds an average of a Pair Aces * and any player then coming in on less than Aces would need to have this disadvantage offset by the size of the pool as compared to the cost to play

Where a Pot is opened on a Pair-Jacks alone, and where another comes in on a Pair-Tens, the Tens will beat the opener alone only 25% of times and therefore the amount to be won would need to be three times the cost to play

The percentage is about the same where any One-Pair draws against the draw to any other One-Pair Where a Pair-Deuces draws against the draw to a Pair-Aces, the Deuces become the superior hand 24% of times

In fact, a draw to Ace-King is stronger against a draw to a Pair-Jacks, than is the draw to a Pair-Tens The draw to the Tens will win 25% of times, while the draw to Ace-King will win 28% This is a surprise, but the indication holds good throughout

* But if you should then hold a Pair Aces, his hand would average a Pair Kings.

This now shows the disadvantage of the smaller Pair, and a player would never be justified in coming in for even money if it were surely known, as it may be in Jack Pots, that there is a larger hand out

As between any two One-Pairs, the amount to be won would need to be three times the cost to play, and this proportion increases fast as the hands are higher than One-Pair

Generally, Jack-Pots or otherwise, a player is only justified in coming in on the chance that his hand *is* the best at that time, and not on the single chance that it *will become* best by the draw

Where the Pot is large and the cost to draw against it is small, the taking of the proportional chance is justified, but never have confidence in a Pair-Jacks Deuces are just as good, and either is practically no good

If the Pot is opened and you hold less than a Pair-Jacks, you know that the opening hand is absolutely the superior If you hold Kings, Queens, Jacks, or even Aces, the opening hand will be superior most of times, but it will also be inferior the com plementary percentage, and thus you will

have the one chance that your hand is really superior at the time, and the added chance that it will become superior by the draw

By the sum of these two chances,

A draw to a Pair Aces against the opener of a Jack Pot will beat the opener alone			49%	of times,
"	Kings	"	40	"
"	Queens	"	30	"
"	Jacks	"	21	"
"	any smaller Pair	"	21	"

There is here no justification in drawing to any Pair smaller than Queens

I say 'Queens' because when you draw to Jacks the opener's lowest hand will be Queens, the chance that he may hold one of the combinations with the other single Pair-Jacks being negligible

Four-Flushes and Four-Straights, against the (average) opener of a Jack-Pot, result as follows A draw to a Four-Straight-Flush, open at both ends, will give the superior hand

As a Straight Flush	4%	of times
As a Flush or Straight	27%	"
Total	31%	"

The draw to a Four-Straight-Flush with but one opening will give the superior hand

King, etc , hands will outdraw us 1 time in 4, and even any No Pair hand would beat us 1 time in 5 by a five card draw And while a single small Pair will beat us 1 time in 4, three such hands would beat us 3 times in 5 If we make it cheap enough, all hands, even the smallest, will draw and share in our opening , but whatever we may bet, to run the small hands off, will be so much to the advantage of the hands above us There is no escaping the contingency entire , our opponents will have their share one way or another in the odds of the Pot

If we put no check on the small Pairs and the Bobs, we will be beaten more or less by both large and small Against the large we have no remedy more than to make our loss as small as possible

The proper amount for which the Pot should be opened depends on the opening hand The weaker the opening hand, the more protection it needs Whatever One-Pair we may open on the One-Pair below us—which might even be a Pair-Kings if the opening were made on a Pair-Aces—will beat us, in the draw 25 per cent of times , and by equating here as on p 71 we obtain (50 per cent) ½ the Pot as

the correct amount to open on. If we open on Two-Pairs we need $\frac{1}{3}$ of the Pot, and if we open on Threes we need $\frac{1}{4}$ This will here give the smallest risk against superiors that at the same time will be commensurate against inferiors

It can never be even money anywhere at Poker, (except in the simple coming-in)

The players contribute even money but the Pot is always odds , (as, say the Pot being 1, C opening with 1, and D coming in with 1) This would give odds of 2 to 1.

Considering that the player coming in must put into the Pot as much as the opener, we have, opening on $\frac{1}{2}$ the downs, odds of 3 to 1 with one coming in, 4 and 5 to 1 with two and three opponents, etc

A Pair-Jacks will be superior to five opponents 34 per cent of times and thus the Pot would be surrendered to the opener 1 time in 3, and he would thus win 2 parts (the Pot) against 2 parts (the openings that he would lose) and therefore a Pair-Jacks, opening on $\frac{1}{2}$ the downs, would just hold its own against the entire board in a six-hand deal , even though, but for the odds, it would lose against four opponents

And thus the lesson for Jack-Pots is this—OPENING ON ONE-PAIR, TWO-PAIRS OR THREES, DO SO, IN ORDER, WITH ½, ⅓, or ¼ THE POT

OPENING WITH ONE-HALF THE DOWNS A PAIR-JACKS IS SUFFICIENT WITH FIVE SITTING *BEHIND*; *BUT THEN* EXPECT THE JACKS TO BE BEATEN 2 TIMES IN 3. QUEENS ARE NEEDED WITH *SIX BEHIND*; *AND* THESE ALSO WILL BE BEATEN 2 TIMES IN 3.

COMING IN AGAINST THE OPENER, KNOW THAT YOU ARE FACING AN AVERAGE PAIR-ACES; AND THAT, EVEN AGAINST THE OPENER ALONE,

KINGS WILL NEED ODDS OF SAY			1½ TO 1
QUEENS	„	„	2½
JACKS	„	„	4
SMALLER PAIRS	„	„	4
A FOUR-STRAIGHT-FLUSH,			
TWO OPENINGS	„		2
ONE	„	„	3
A FOUR FLUSH	„	„	4
A FOUR-STRAIGHT,			
TWO OPENINGS	„		5

AND PRIMARILY:
IF YOU HAVE NOT THE NECESSARY HAND STAY OUT!

Leaving out the question of odds,

The opening hand that will be superior one-half of times, with four sitting behind, will be a Pair-Queens, with five Kings, and with six Aces

Jack-Pots regularly will occur

Four-handed 28 per cent of deals, five-handed 24 per cent , six-handed 21 , and seven-handed 18

And if you *will* play *Ace*-Pots nevertheless, your openings must also be as said—$\frac{1}{2}$, $\frac{1}{3}$ or $\frac{1}{4}$—and the opener will hold an average of Tens Up , and the odds needed against him will be for

Tens Up	say	1 to 1
Eights Up	"	1½
Fives Up	"	2
Pair Aces	"	5
Any other One-Pair	"	5½

For the Flushes and Straights the odds will be the same as in Jack-Pots

Since the opener of a Jack-Pot will hold an average Pair Aces the percentage will be in our favor if we hold any hand whatever above Aces , and on the principle, shown at p 41, it will, then particularly, be the winning play to make a raise equal to the amount that

the Pot was opened on. The consideration here being as to the raise alone. See p. 41.

The Pot belongs to the best hand anyhow, but this raise will win oftener than it will lose.

And this principle applies equally where in Ace-Pots we may hold above the opener's average Tens-Up.

Openers for Jack-Pots occur 1 hand in 5—for Ace-Pots 1 hand in 9.

ing that Jones drew to a Bobtail, each believed that the other was bluffing, which was in fact the case

Each expected that the next bet would run the other off, but neither would give in

At one stage Jones felt impelled to say 'Appreciating your kindly warnings, I am nevertheless bound to notice that your interest lies on the other side, and I rise to remark that I have always found that the hands, as they come, are the only dependable friends one can have at the Poker table They do the best they can for us If they do not win it is either because they absolutely cannot, or because we slight them I could never forgive myself if I should slight this hand'

Jones would have called the very first bluff if he had come out of the draw with anything at all, but he had not even the traditional Ace High that Clay called on and therefore could only avoid 'slighting' his hunch by a stiff counter bluff

Neither would quit, and of course neither could call, and the Pot climbed up until there were over nine thousand dollars on the board, which in this case meant about as much as nine fives would mean ordinarily

Brown then bet the downs, and Jones weakened, spreading his hand on the table face up (a Four-Flush) saying: 'Oh, well, you must surely have them'

Brown, also showing his hand (two black Eights), exulted 'You bet I have them, Dick-Riddles is bound to win most every time when you play it right'

There is a superstition that this hand is to be played Pat, and bluffed to the very last chip

HERE WAS A SINGULAR SITUATION Both were under a force of circumstances that made for this wild play

Brown, of course, did not believe in this superstition, but, having gone into it on a 'flyer' he immediately found himself under compulsion to see it through

And Jones' hunch was so strong that he was also under compulsion (measurable) He felt sure that Brown was bluffing, and he saw the threatened flight of the beautiful four hundred that he had put on the Bobtail chance, and he was much impressed by the promise of turning an impending defeat and ridicule into a spectacular victory, and, anyhow, he was like the widow who employed a

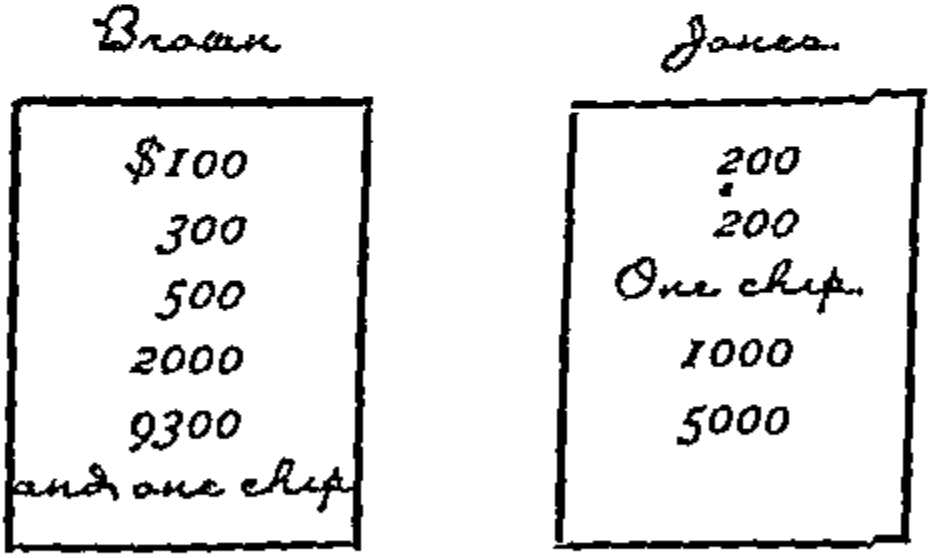
plumber to manage the funeral because she 'didn't mind the expense'

The difference was this Brown had no choice, he *knew* that he must continue, while Jones only *believed* that Brown was bluffing

Therefore it was Jones who had to quit, sooner or later

THE DOWNS WERE exactly nine thousand three hundred dollars, and the one chip with which Jones started the betting after the draw

Each had put up a visiting card with the bets shown on back in pencil



BY CONTRAST WE HAVE THE FOLLOWING neat sample, in colloquial Poker table phrase, of a parlor game, showing at the same time what happens where you 'run up against' a

party that plays 'every which way,' and calls it Poker

"Four young matrons took up Poker when they had been instructed in the gentle mysteries of the game by their husbands on stormy nights last winter, when the aforesaid husbands couldn't 'go down town for ten minutes or so to see a fellow on business,' and this spring, the four young matrons organized a little Poker club among themselves They go up against the game one or two afternoons a week, playing alternately at their respective homes to the accompaniment of little spreads of crackers and Neufchatel cheese and salmon salad They contrive to extract a huge amount of pleasurable excitement out of the thing—the huger because, up to last Wednesday, none of their husbands knew anything about the fun they were having

Said Wednesday afternoon, however, the husband of the young matron at whose house the little game happened to be going on, got home from his office earlier than usual, for he felt a trifle to the bad after a prolonged session at his lodge the night before He walked plumb into the game in the dining-room, to

the visible consternation of his wife and the three other members of the Poker quartet He took it all so good naturedly that they asked him to sit into the game, and he took a hand

It was a penny ante and a five-cent limit, and the game went on merrily, though without incident, for about 15 minutes after the man got in Then the buck was shied to the centre for a jackpot by the man, and he was kind enough to dish himself three Jacks The matron on his left opened it with a swish, and the matron to the left scanned her hand dreamily and raised it to the limit before the draw The man's wife, who was next, dropped out, and the man saw the raise, as did the young matron on his left The matron on the man s left, took one card and the Poker club member next to her, once more examined her hand, with her head on one side, and remarked sweetly that she guessed she could get along with the bunch she had The man looked across the table at her curiously He was wondering if the young woman thought she was good enough to give him the gad and bluff him out with his three Jacks

'Not while little Willie owns a red wagon,'

said he to himself, and then he slipped him self a couple off the top One of them was a Jack

'I don't want to give her the weeps,' mused the man, when he picked up the two and saw that other Jack, 'but I am bound to reflect that the chances are about a million to one that I've got her out on a limb If she isn't bluffing then her's is about a Pat Straight or a Full, and I think I will just gather back a little bit of the good dough that her husband pulled off me in that little game last week'

The young matron to his left heaved in a white one, and she was immediately raised the limit by the Poker club member next to her, who had stood Pat to the accompaniment of a dreamy smile The man raised the Pat member back the limit, and then the young matron to the left heaved a little sigh and went into the discard The Pat member gurgled the limit back at the man, and they see-sawed the limit until there was some $2 50 in the Pot

'It is just barely possible,' mused the man at this point, 'that she has got the goods on her, but they've got to be top assays to beat

these four o' mine, and I think I'll just stay along until the milkman comes around'

Wherefore he handed her the limit again, and got it in return, and the two kept that up some more until there was about $4 50 in the centre of the table

'Look 'ee here,' said the man to himself, 'I'm not going to rob the wife of my friend of all her pin money Jim'll be asking her where the coin went Women are hard losers anyway, and there's enough on the baize I'll just call her'

Which he did

'All mine,' said the Pat member, gleefully sweeping the chips over to her side of the table 'I've got a royal flush of clubs'

The man looked at her with his mouth open while she laid down, face up, one by one, the Queen, King, Ace, Deuce and Tray of Clubs Swallowing a gasp, said he

'Huh!'

'Wasn't that a lovely hand to catch Pat?' she asked victoriously

'Wait a minute,' said the man, speaking huskily on account of the lack of moisture in his throat 'What's that you say you've got there?'

'Why, a Royal Flush, of course,' said the Pat member archly

'Since when did Royal topple over from the Ace and begin life all over again at the bottom of the ladder—at the Three, I mean?' he said

'Oh, that's the way we play,' said the Pat member sweetly 'Don't we, girls?' You silly old men creatures play differently, don't you? Why shouldn't a Royal go right on, no matter where it begins? Isn t it just as hard to get?'

Then the man clasped his hands to his head wearily, relegated his nice Four-Jacks to the cast-offs, and said he thought he'd go upstairs and rest awhile"

•

A PARAGRAPH IN A LATE PUBLICATION states that in a certain five-handed game of Poker there happened a deal wherein each hand got a Pat Full as follows Eight-Full, Seven-Full, Six-Full, Five-Full and Four-Full, and it was loudly asserted that this was a square deal, 'because the dealer was above suspicion and particularly because he himself held the smallest of the hands'

This was certainly a surprising deal, and

one that could not occur often, as humanity measures time But, whenever it should occur, we would immediately have four players of unanimous opinion that it occurs too often

As to the probabilities of such an occurrence we have A Full, taken from a 52 card deck can occur in the following number of combinations

$$4_3 \times (12 \times 4_2)$$

Meaning 4 cards in 3 place combinations, multiplied for 12 denominations of 4 cards each in 2 place combinations And since either of the 5 Fulls will satisfy, and since the Pairs of the Fulls must come from the 8 denominations outside of the Threes, we have for the first hand

$$5 \times (4_3 \times (8 \times 4_2) = 840$$

One Full having been taken, there remains 4 Fulls, and 47 cards, and 7 denominations, from which we form the second hand as follows

$$4 \times (4_3 \times (7 \times 4_2)_3 + 1 = 673$$

And finally we have

$4_5 \times (8 \times 4_5)]$	= 840 log	= 2.9243 out of 52_5 log		= 6 4148
7	+ 1 = 673	2.8280	47_5	6 1859
6	+ 2 = 434	2.6375	42_5	5 9298
5	+ 3 = 243	2.3856	37_5	5.6394
4	+ 4 = 100	2 0000	32_5	5 3040
		12.7754		29 4739
				12.7754
	49,900 000,000,000,000			16.6985

Which is the number of five-hand deals, out of which a single one will be the particular deal named

Now, and sad to relate, these figures, added to the heathen chinee esque peculiarity of the said deal, may lead some painfully suspicious person to infer, imply, or perhaps even say, that the probabilities are, similarly, one in fifty quadrillions that the dealer was—honest

BUT IF A FREQUENCY OF WINNING, or the holding of a large hand, is to imply dishonesty, then no one could play at any game of cards whatever, because that is exactly what we are playing for, and exactly what we will do and get, on occasion, *whether we will or not.*

As an illustration on frequency of winning, let us take, say:

THE MATHEMATICS OF THE GAME

The general player will not, and need not, concern himself with the mathematical intricacies involved Our general text gives results only And the few figures in the present section are singly for the purpose of showing the method of the work

			Aces Up	2524333
Aces	Up	$4_2 \times (12 \times 4_2) \times 44$ =	19008	2524333
Kings	„	11	17424	2505325
Queens	„	10	15840	2487901
Jacks	„	9	14256	2472061
Tens	„	8	12672	2457805
Nines	„	7	11088	2445133
Eights	„	6	9504	2434045
Sevens	„	5	7920	2424541
Sixes	„	4	6336	2416621
Fives	„	3	4752	2410285
Fours	„	2	3168	2405533
Treys	„	1	1584	2402365
Total Two Pairs			123552	
			Pair Aces	2400780

Pair Aces		$4_2 \times (12_3 \times 4\,4\,4)$	84480	2400780
„	Kings	„	84480	2316300
„	Queens	„	84480	2231820
„	Jacks	„	84480	2147340
„	Tens	„	84480	2062860
„	Nines	„	84480	1978380
„	Eights	„	84480	1893900
„	Sevens	„	84480	1809420
„	Sixes	„	84480	1724940
„	Fives	„	84480	1640460
„	Fours	„	84480	1555980
„	Treys	„	84480	1471500
„	Deuces	„	84480	1387020
Total One Pairs			1098240	
			Ace-High	1302540

For the No-Pair hands we have:

Ace High

$4 \times (12_4 \times 4.4\,4.4) = 506880$

Minus { Account Straight Flushes $2 \times 4 = 8$; Account Flushes $(4 \times 12_4) - 2 \times 4 = 1972$; Account Straights $4 \times (2 \times 4.4\,4\,4) - 2 \times 4 = \frac{2040}{4020} - 4020$ } $= 502860$ 1302540

King High	$4 \times (11_4 \times 4\,4\,4.4) - 2340^*$		335580	799680
Queen „	10_4	1820	13180	464100
Jack „	9_4	1500	127500	250920
Ten „	8_4	1300	70380	123420
Nine „	7_4	1160	34680	53040
Eight „	6_4	1080	14280	18360
Seven „	5_4	1040	4080	4080
	Total No-Pairs		1302540	

The sub-figures are used as follows: as exponents of combinations.

---

* a/c Straight Flushes		4
a/c Flushes	$(4 \times 11_4) - 4$	1316
a/c Straights	$(4 \times 4.4.4.4) - 4$	1020
		2340

52_5 = 52 characters in 5 place combinations

$$= \frac{52\ \ 51\ \ 50\ \ 49\ \ 48}{1\ \ 2\ \ 3\ \ 4\ \ 5} = 2598960$$

13_4 = 13 characters in 4 place combinations,

$$= \frac{13\ \ 12\ \ 11\ \ 10}{1\ \ 2\ \ 3\ \ 4} = 715$$

$$4_4 = \frac{4\ \ 3\ \ 2\ \ 1}{1\ \ 2\ \ 3\ \ 4} = 1$$

$$4_2 = \frac{4\ \ 3\ \ 2}{1\ \ 2\ \ 3} = 4$$

$$52_{5_6} = \frac{52_5\ 47_5\ 42_5\ 37_5\ 32_5\ 27_5}{1\ \ 2\ \ 3\ \ 4\ \ 5\ \ 6} \log = 31\ 5236$$

(Which is the number of possible six hand deals)

The average before the draw, *i e*, the hand that will be superior ½ of times,

Against a single opponent is	A K Q J 7 to 6 High
two	Pair-Eights
three	Tens
four	Queens
five	Kings
six	Lowest Aces to highest Kings

The mean single card is an Eight

The mean Pairs, Threes, Fulls and Fours are all eights

The mean Two-Pairs is Jacks and Sixes

The mean Flush is King Eight High

The mean straight lies half way between Ten and Nine High

The mean hand is		Ace-King
The mean above	Ace-King is	a Pair-Nines
	a Pair-Nines	a Pair-Kings
	a Pair-Kings	Nines-Up
	Nines-Up	Aces-Up
	Aces-Up	Three Tens
	Three Tens	a Straight

DRAW TO A PAIR-JACKS, AGAINST DRAW TO A PAIR-TENS

Each hand discarding Queen, Eight and Four, $42_8 = 11480$

The Jacks in this case will win as

		$40 \times 11480 =$	46_{0000}
Four Jacks		4×11440	0
Ace-Full on Jacks		4×11436	4
King "		12×11432	12
Jack Full on Aces		12×11420	12
"	Kings	2×11408	2
"	Queens	2×11406	2
"	Tens	12×11404	12
"	Nines	2×11392	2
"	Eights	12×11390	12
"	Sevens	12×11378	12
"	Sixes	12×11366	12
"	Fives	2×11354	2
"	Fours	12×11252	12
"	Treys	12×11340	12
"	Deuces		$= 114$

Times out of 11480^4

$= 14$

Nine Full on Jacks	4X11328			
Seven "	4X11324			
Six "	4X11320			
Five "	4X11316	=	167$_{0000}$	
Trey "	4X11312			
Deuce "	4X11308			
Three Jacks	1456X11304			
Aces and Jacks	216X 9848	=	212	
Kings "	216X 9632	=	207	
Queens "	38X 9416	=	71	
Jacks and Tens	38X 9378			
" Nines	216X 9340	=	201	
" Eights	38X 9124	=	231	
" Sevens	216X 9086			
" Sixes	216X 8870	=	192	
" Fives	216X 8654	=	186	
" Fours	38X 8438	=	213	
" Treys	216X 8400			
" Deuces	216X 8184	=	177	
Pair Jacks	7968X 7968	=	6350	
	11480			

Times out of 11480^2

$\overline{9887}$ log = 7 9951

11480^2 log = 8 1199

0 750 log = 9 8752

And the Jacks win 75 % of times 0 250

And the Tens win 25 per cent. of times

While Ace-King, against a Pair Jacks wins 28 per cent

APPENDIX

THREE POOL

Poker in the form of one chip blind and two to play has the objection that the size of the pool (blind) is not in proper proportion to the cost to play, and this shows most plainly two-handed as the reason why that game can have so little interest

A, paying three to win three, must have a hand that will win one half of times, and B, making good, paying two to win four, must be able to beat A's come in hand one time in three This calling for Ace-King-High, or better, averaging a Pair-Nines, and a Pair-Sevens or better, averaging a Pair-Queens This making a combination that will occur only one time in six, so that, if the strict game were played there would be little to it but deals and a sliding back and forth of the blind

This fault is manifest throughout the entire problem inversely as the number of players in the hand Even four-handed there is a dearth of playable hands and it takes at least five to make a fairly satisfactory game

Every succeeding come-in hand being based on the indications of its predecessors, the come-in hands rapidly climb into the higher ranks, so that where the pool and the cost to come in are in the proportion of the game with the compulsory blind, the needed hands are of too rare occurrence to give interest

See first line, five-handed game, page 17

It here shows at a glance that if the strict game were played we could have no game at all, and that we now have a game only because the strict game is not played

The blind game, as we now have it in fact, found itself—adjusted itself to its faulty construction The underlying enticement being so compelling we had to play Poker anyhow, and since the sufficient hands would not come (à la Mahomet) we were forced to put up with those that would come, and we got into the present practice, and the game endured because the errors of the one were duplicated by the other, and because players,

instead of considering the pool in sight, looked forward mainly to the larger Pots to come

THE SOLUTION OF THIS PROBLEM was found in making the pool in such proportion to the cost to play that there would be the number of playable hands to give best interest And by making a pool of three chips with one to play we got almost the exact requirement

Making the pool larger than this, would *give error equal to making it smaller, the* principle involved being shown by if the *pool were one hundred with a cost of one to* play, the size of the hand would cut no figure; all would break their necks to draw five cards If the pool were one and the cost one hundred, the size of the hand would again cut no figure, to come in one would need to hold the entire deck

This proportion between pool and cost to play must be maintained Any desired degree of warmth is given by fixing the value of chips accordingly

THE THREE-POOL GAME This replaces the ordinary compulsory blind by a three chip pool, put up by the dealer, with one

chip to play. Where no one ahead of the dealer comes in, the pool becomes a double-header, or triple-header; Four-handed and above, Jack-Pots may, but should not, be played. The age is given, *with all its privileges, as a compensation*, to him who contributes last to the pool; first to the dealer, next to the blind-goer (1 chip), straddler (2 chips), re-straddler (4 chips), etc., the age having last say both before and after the draw, and also being last to discard. In all other particulars the two forms are alike.

There is, however, this difference in the play: *In the blind game the simple Bobtail*[1] will rarely be justified while in the present game it will be played to advantage whenever one can get the draw at no greater cost than a single chip—even first in say, and even two-handed—but it will always be at a disadvantage whenever the player should pay more than the one chip to draw cards. Where one goes *blind all mathematical justification for the* Bob is at an end.

[1] The term 'simple Bobtail' means a simple Four-Flush or a two opening Four Straight One opening Four Straights are never to be played.

Since the Pot will have at least seven chips at the show-down, and all the advantage of the age going to the last contributor, this offers inducement for going blind and straddling that then gives added life

This form gives action of some kind on every deal, even giving plenty of life two-handed [1] Where double-headers occur the pool becomes larger, the interest increases, and the size of hands needed becomes smaller, and this form once played, you will never again play the other

[1] It makes a perfect game even two handed Two *times* in four there will be a contest, both playing, one time in four B will win by A's surrender, and one time in four there will be a double header, and at any stage of the game there will be one half more of playable hands than with the one chip pool And here we have at the same time the discomfiture of the close fisted player who is now compelled to defend his three chips ante The Three Pool form is ideal for Penny Ante

THE JACK-POT IS A PARASITE ON POKER

The one-chip blind, with two to play, requires such large hands that it too often happens that no one has sufficient to draw *to, and this gives a slow dissatisfying game*

It was always self-evident that there needed to be a pool—something to play for—but the *remedy was overdone when it carried with it* the increase in the size of the hands required Instead of then making more play, the Jacks *requirement shut out ⅘ of all hands, and* gave us a lottery—the very reverse of a game of science—luck entering so largely that it *overwhelmed all else*

In the Three-Pool Game there is the needed pool, and a reduction instead of an increase *in the size of the hands required, and in the* occasional multiple headers there is all that

makes for the gamble popularity of the Jack-Pot.

Thus we get more action and a larger scope for the science of the game, and it is not the least of the beauties of the Three-Pool that it leaves the Jack without further *raison d'etre*. In fact, here we have at last the full rationale of Poker.

FOLLOWING ARE THE TABLES OF THE COME-IN-HANDS FOR THE THREE-POOL GAME.

FIVE HANDED

B	C	D	E	A
Nines	Queens	Kings	Aces	Eights Up
Nines	Queens	Kings	passes	Aces
Nines	Queens	passes	Kings	Aces
Nines	Queens	passes	passes	Kings
Nines	passes	Queens	Kings	Aces
Nines	passes	Queens	passes	Kings
Nines	passes	passes	Queens	Kings
Nines	passes	passes	passes	Jacks

SIX HANDED

B	C	D	E	F	A
Tens	Kings	Aces	Sevens Up	Jacks Up	Kings Up

SEVEN HANDED

B	C	D	E	F	G
Jacks	Kings	Aces	Tens Up	Queens Up	Kings Up

A

Aces Up

A is the dealer, B first in say, etc

The indications of the draw in the Three Pool game are the same as those given on p 66 for the blind game, with the exception (owing to the greater odds here given, and because there are many more of simple Bobtails than of Two Pairs) where the one card may have been obtained at the cost of only a single chip In that case a one-card draw will mean a Bobtail, Two-Pairs or Threes as 3, 2, 1, while in every case where

more than one chip has to be paid for the draw, the simple Bobtail will be eliminated—eliminated in figures though always likely to happen in fact—and the indication will again be Two-Pairs, Threes, or Four-Straight-Flushes as 19, 9, 1.

It is only in triple headers that a payment of two chips is justified. The 'simple Bob' would need that there be in the pool $4\frac{1}{2}$ times the cost to draw. Thus the slightest of raises will put all Bobs out of mathematics.

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